FIG. 1

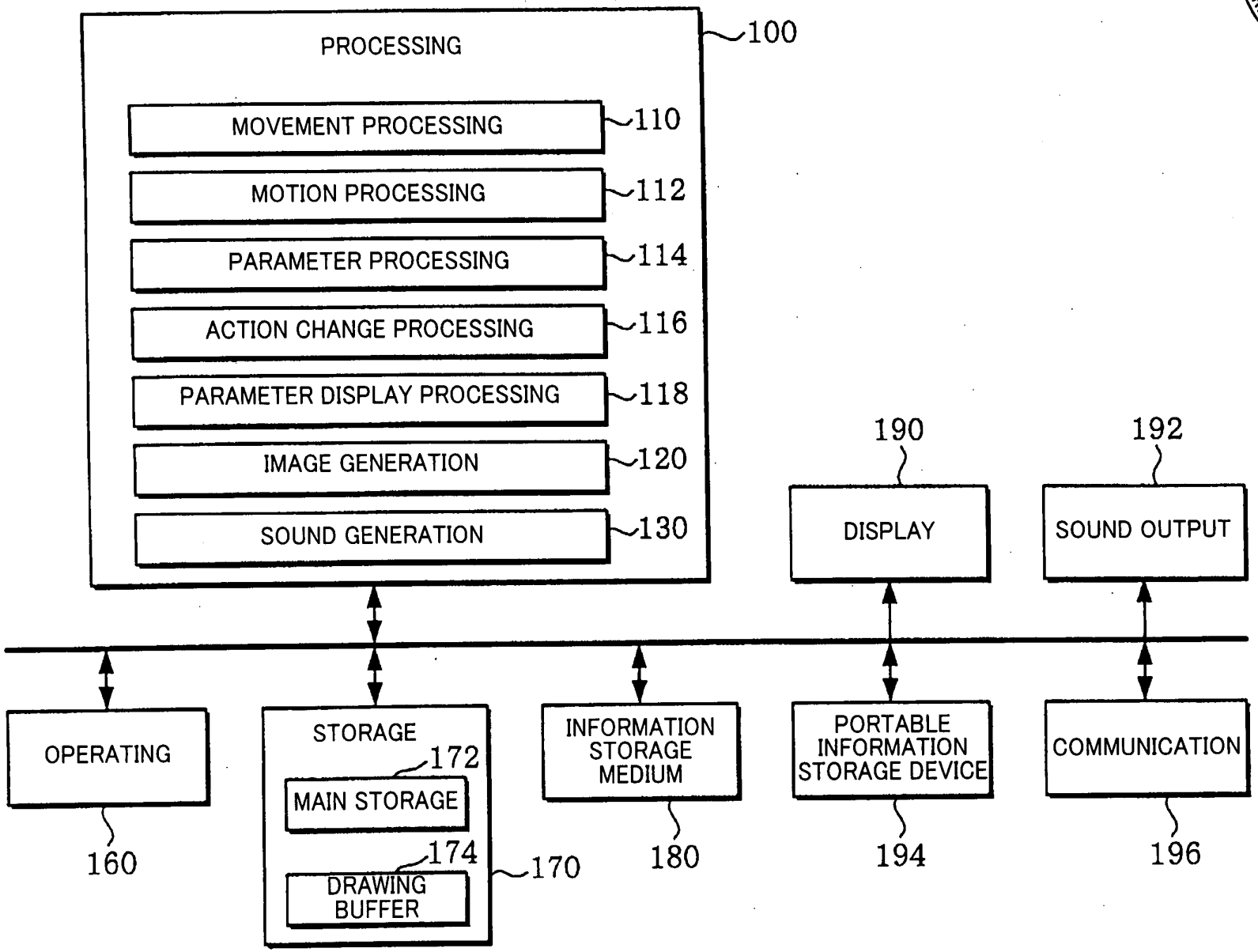


FIG. 2A

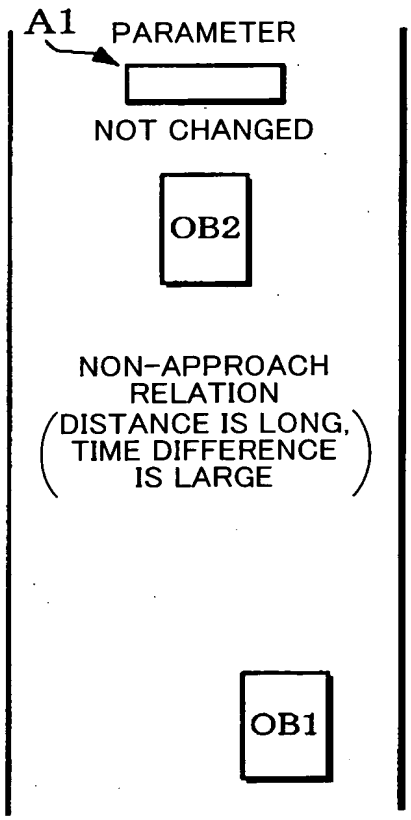


FIG. 2B

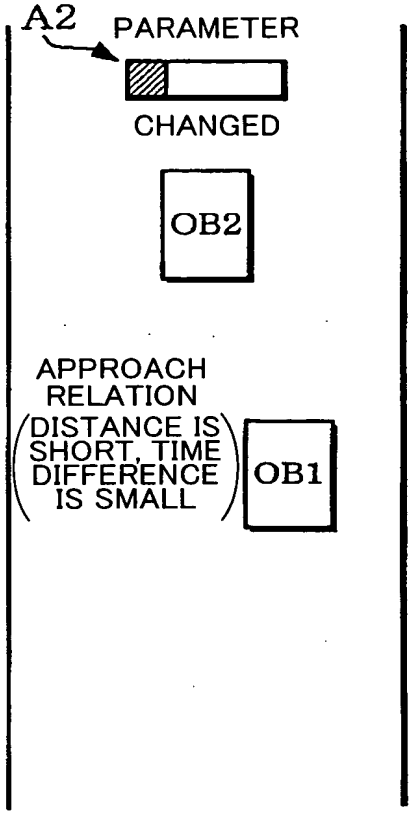


FIG. 2C

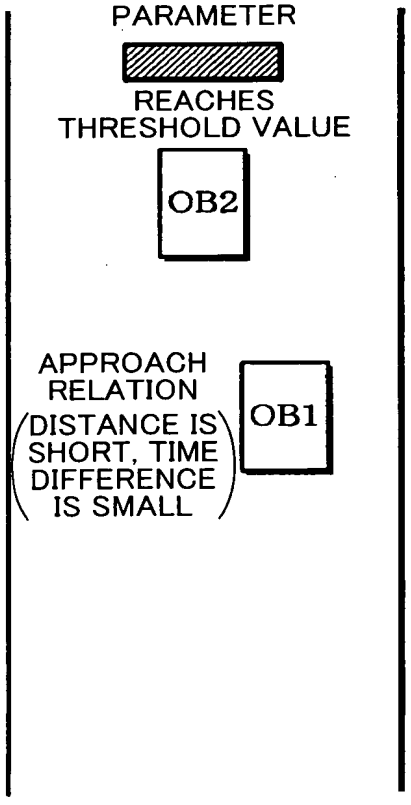


FIG. 2D

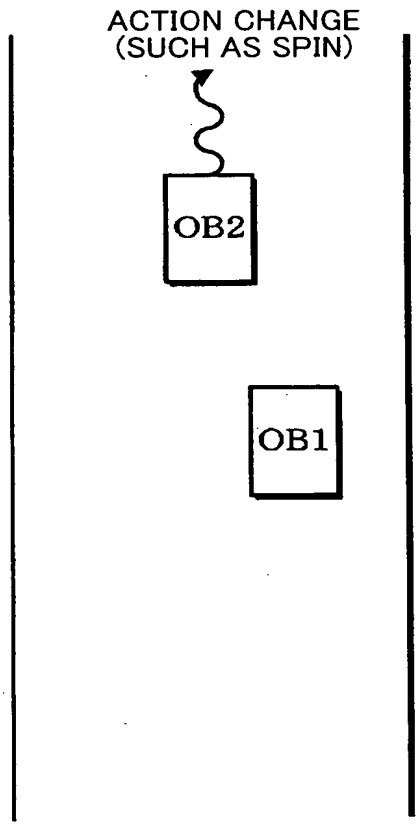


FIG. 3A

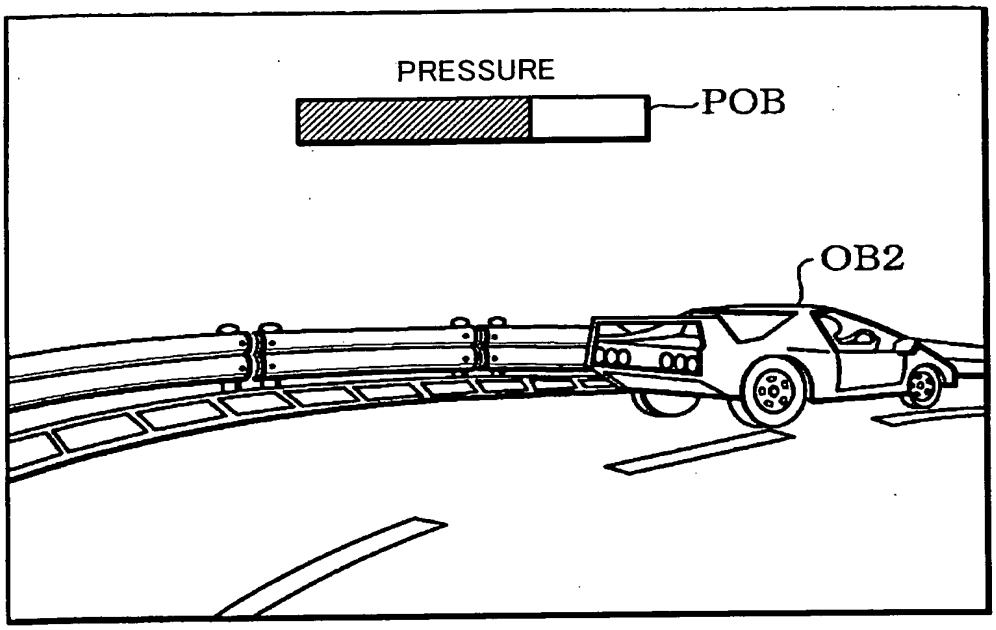


FIG. 3B

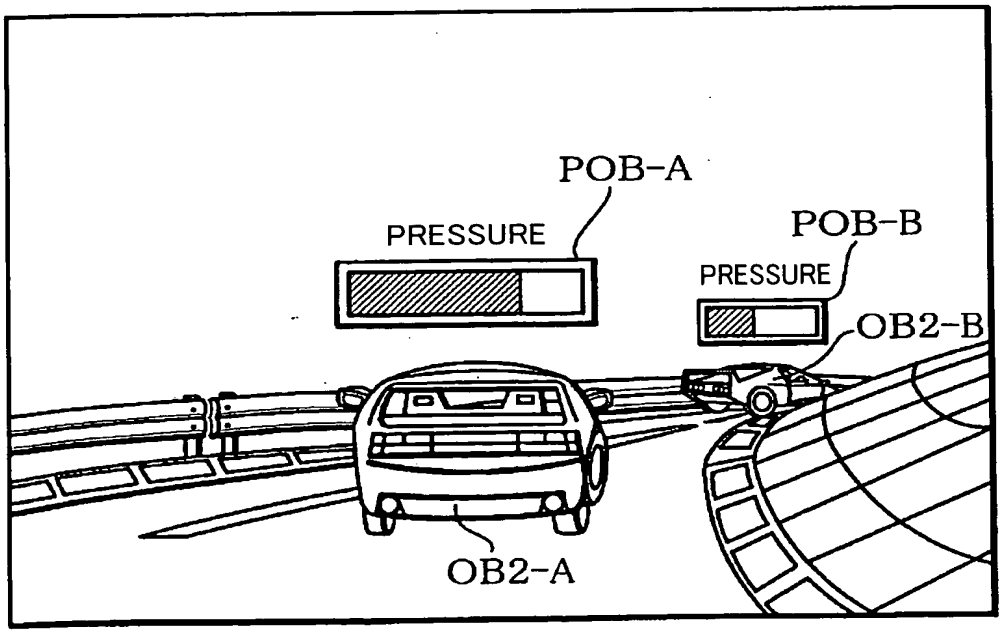
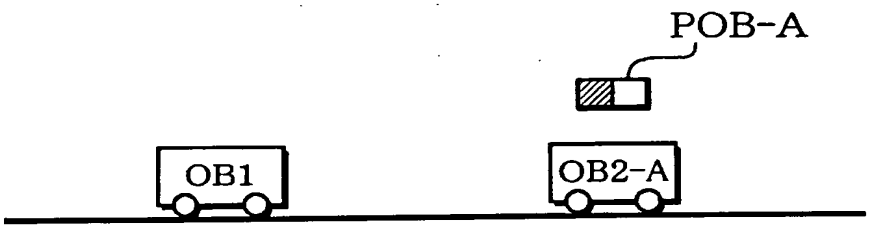


FIG. 4A



THRESHOLD VALUE: VTA

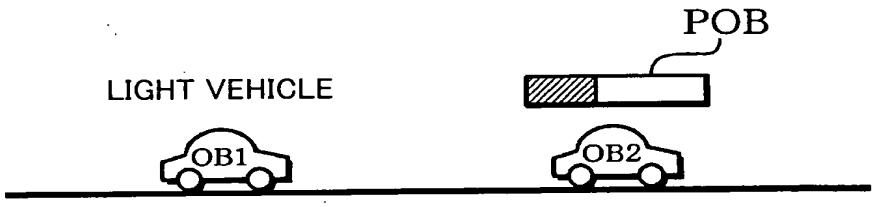
CHANGE RATE: RCA

FIG. 4B

THRESHOLD VALUE: VTB

CHANGE RATE: RCB

FIG. 5A



THRESHOLD VALUE IS LARGE

CHANGE RATE IS LOW

FIG. 5B

THRESHOLD VALUE IS SMALL

CHANGE RATE IS HIGH

FIG. 6A

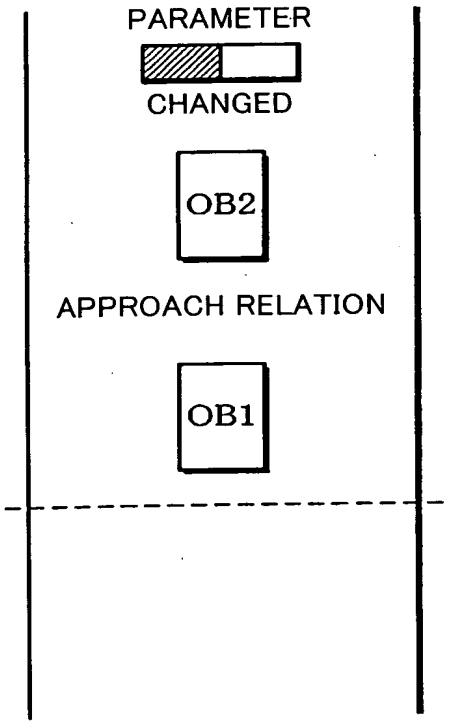

PARAMETER
CHANGED
OB2
APPROACH RELATION
OB1

FIG. 6B

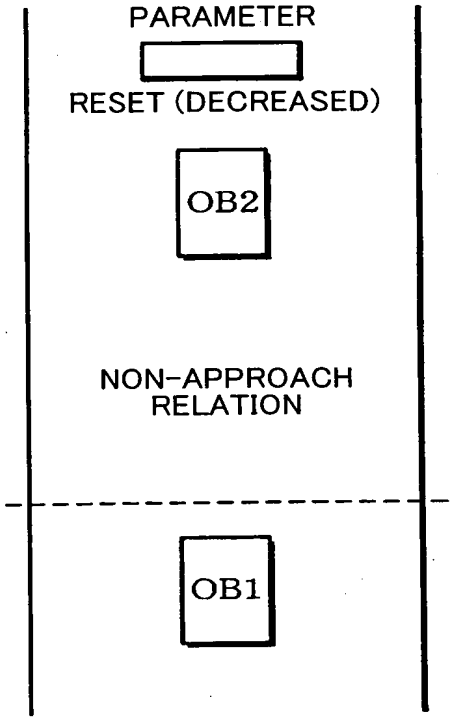

PARAMETER
RESET (DECREASED)
OB2
NON-APPROACH
RELATION
OB1

FIG. 7A

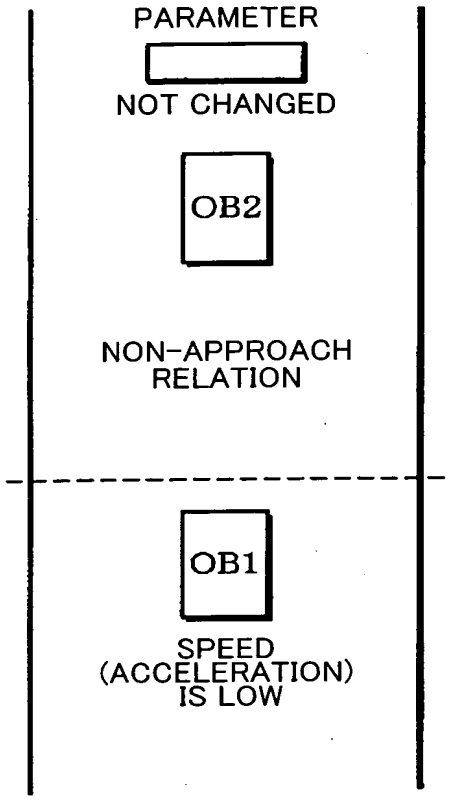


FIG. 7B

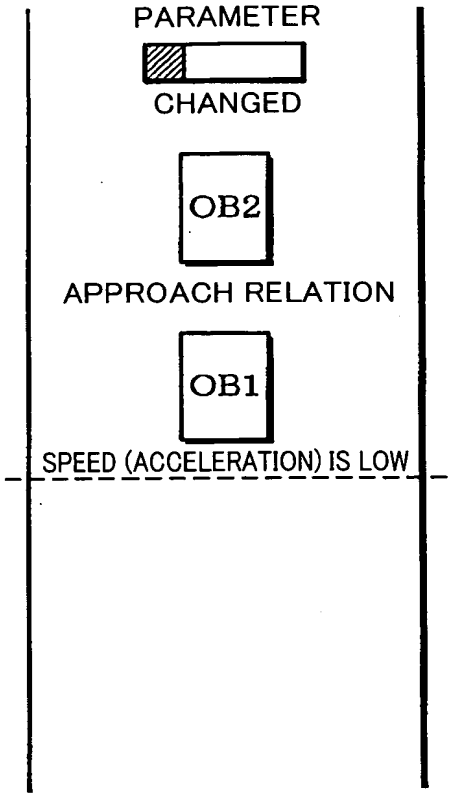


FIG. 7C

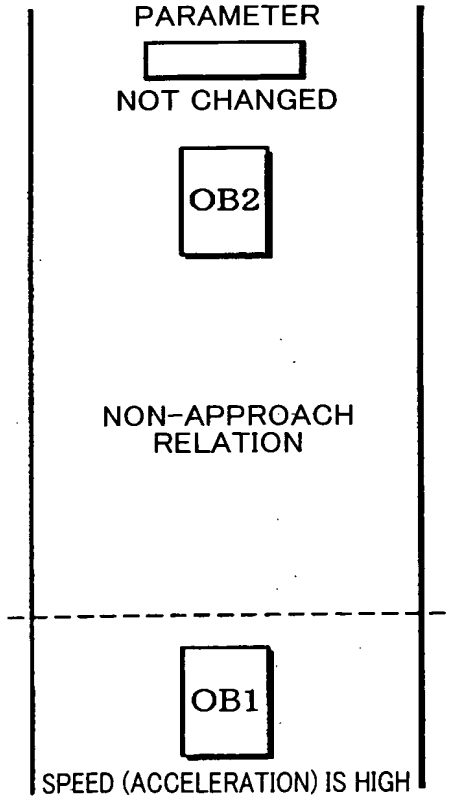


FIG. 7D

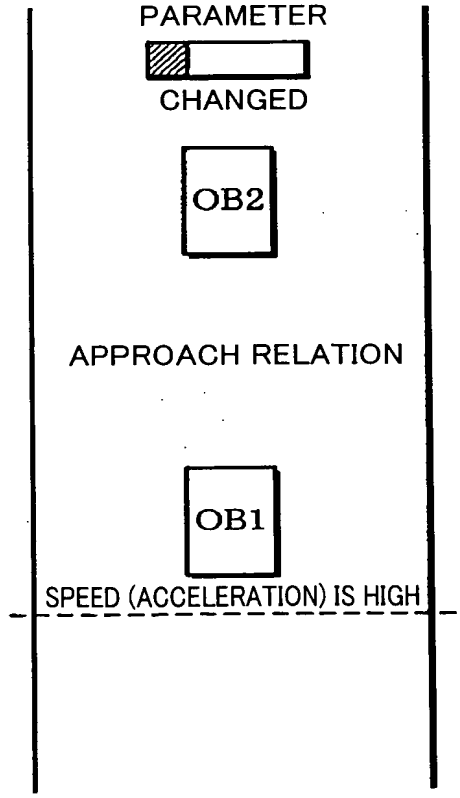


FIG. 8A

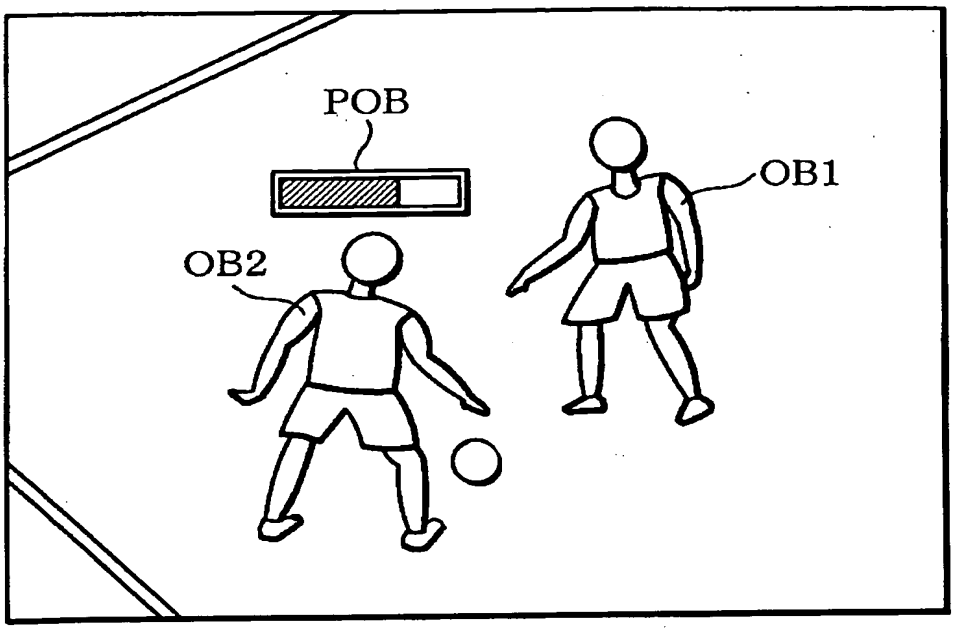


FIG. 8B

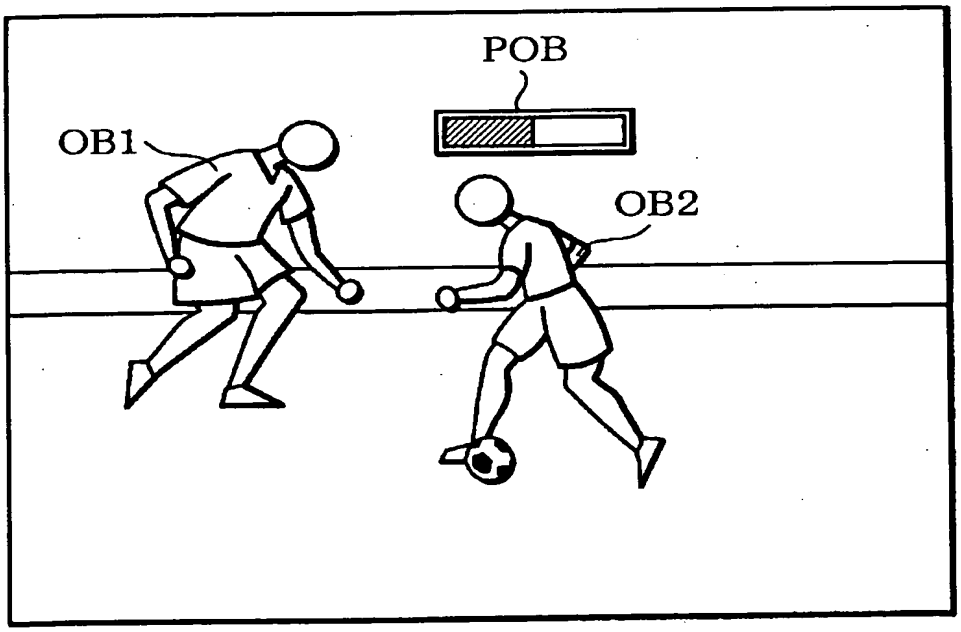


FIG. 9

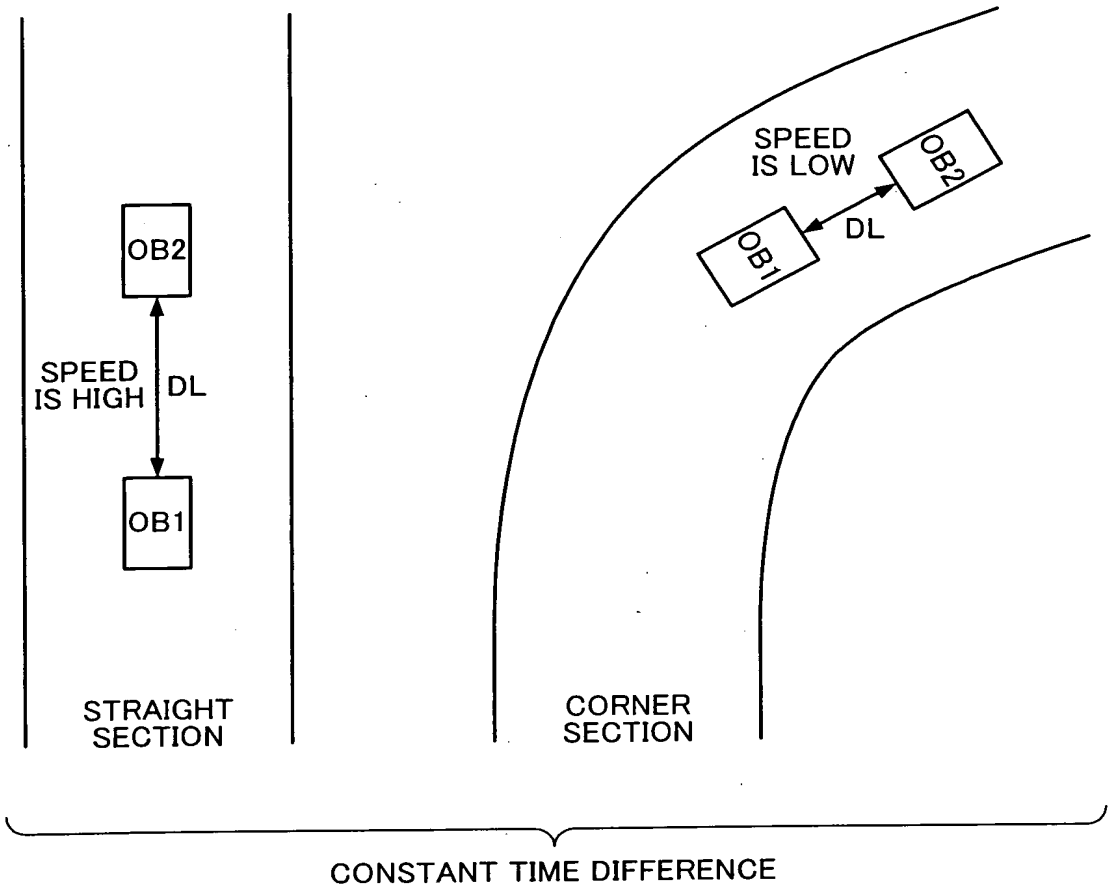

OB2
SPEED
IS HIGH
DL
OB1
STRAIGHT
SECTION
SPEED
IS LOW
OB2
DL
OB1
CORNER
SECTION
CONSTANT TIME DIFFERENCE

FIG. 10A

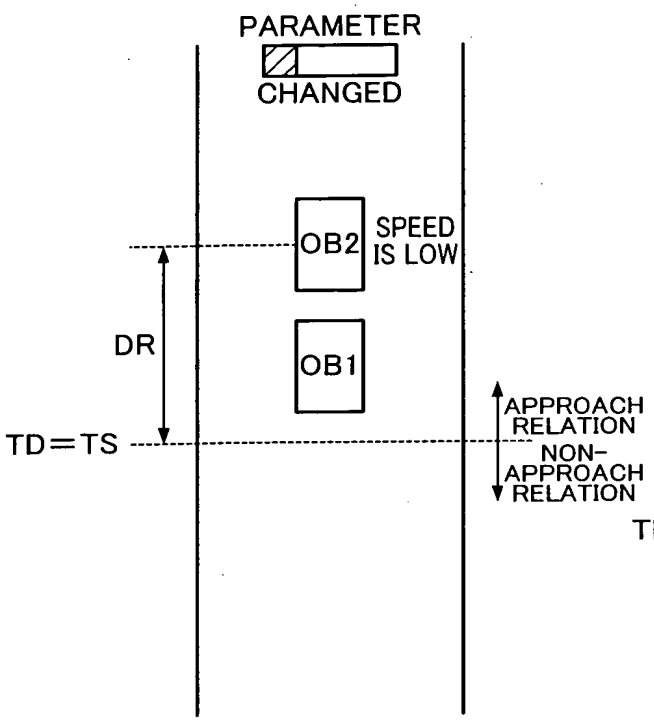


FIG. 10B

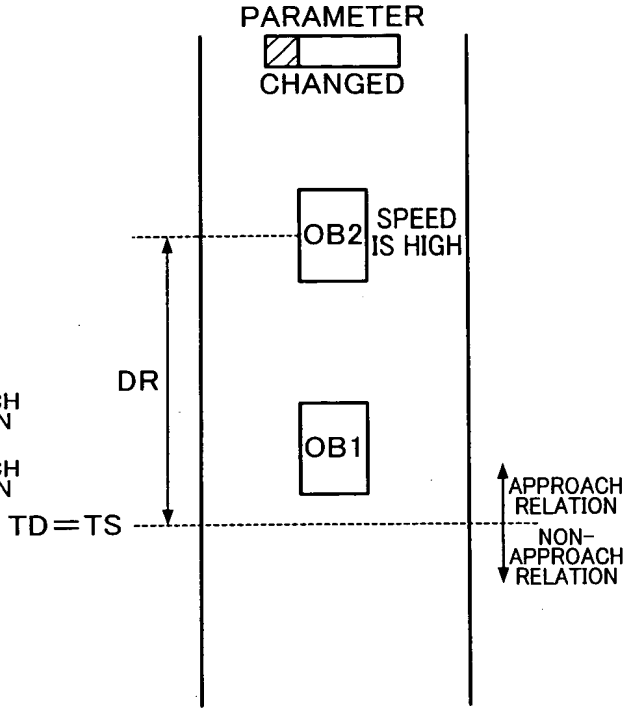


FIG. 10C

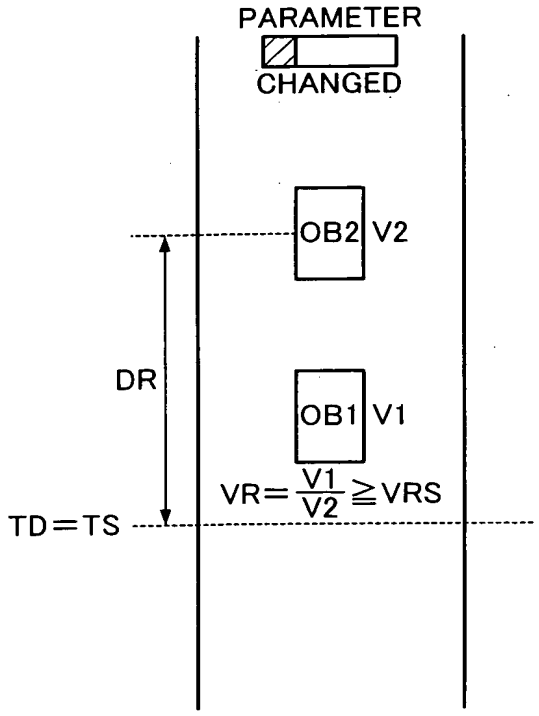


FIG. 10D

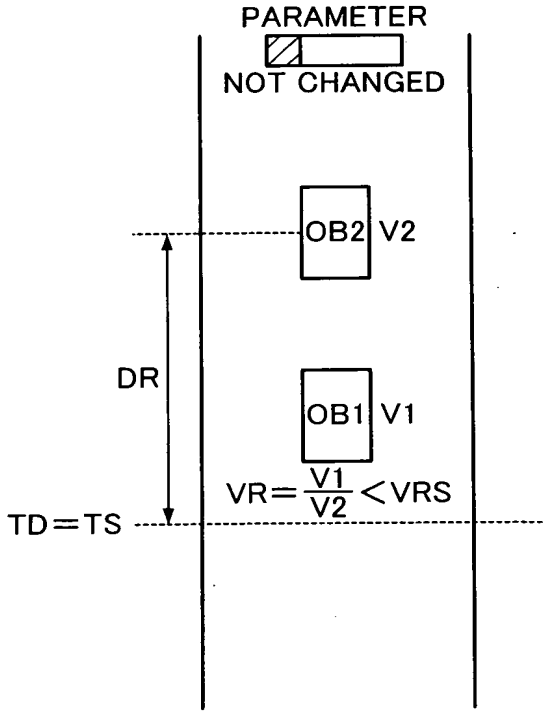


FIG. 11A

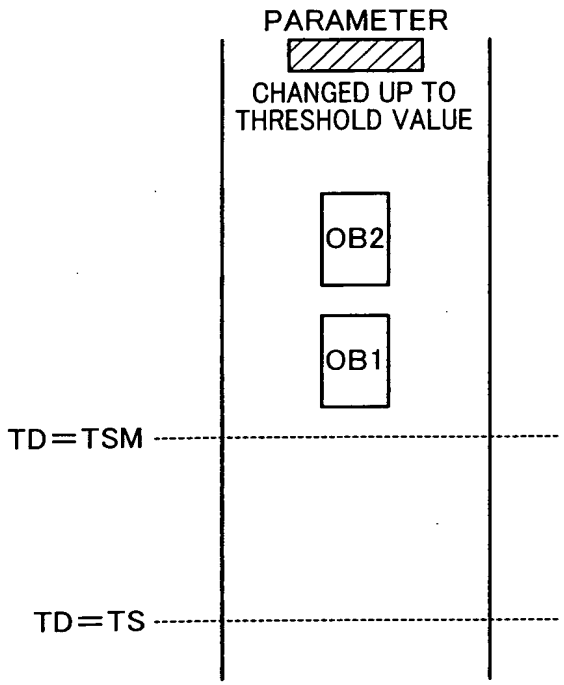


FIG. 11B

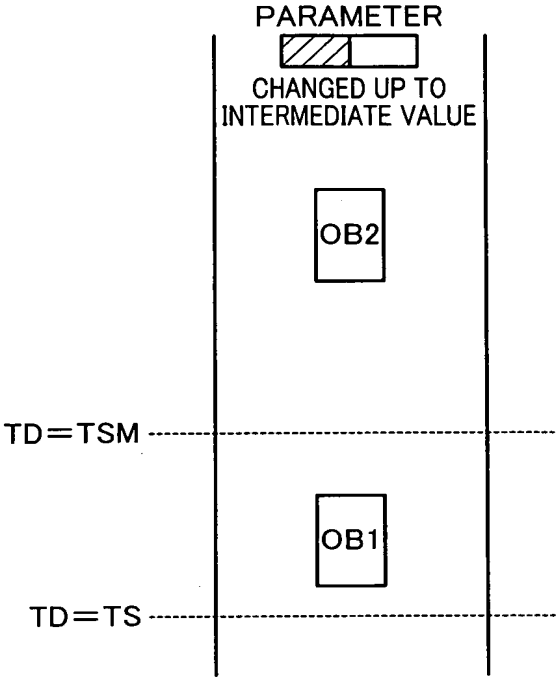


FIG. 12A

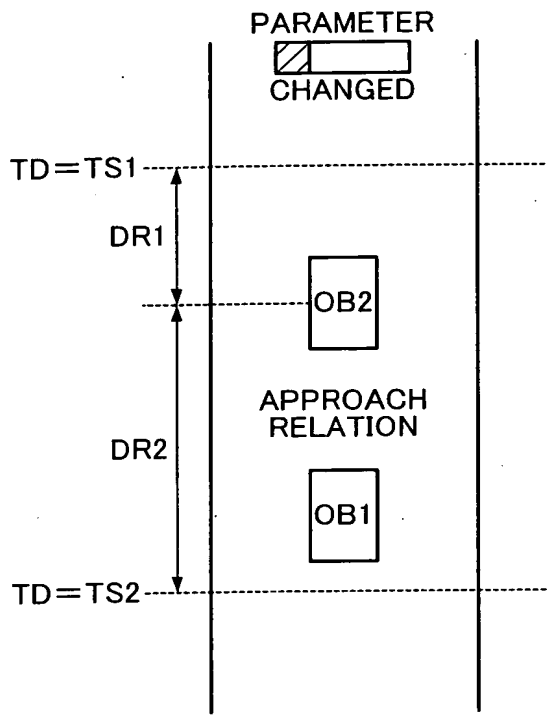


FIG. 12B

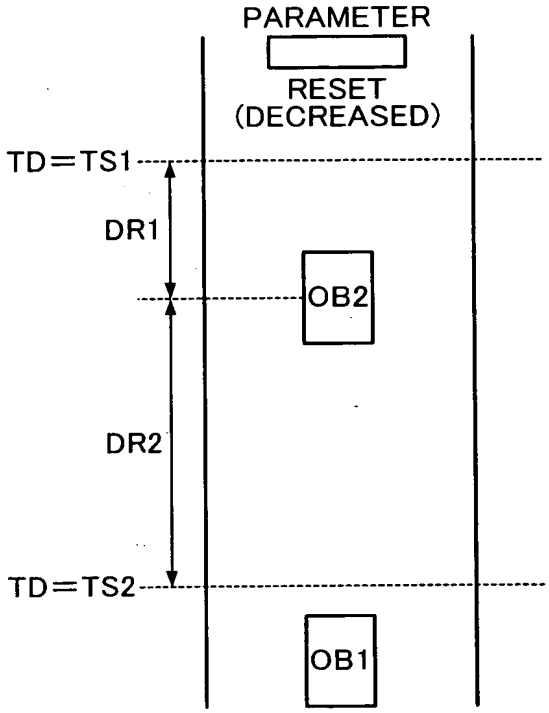


FIG. 12C

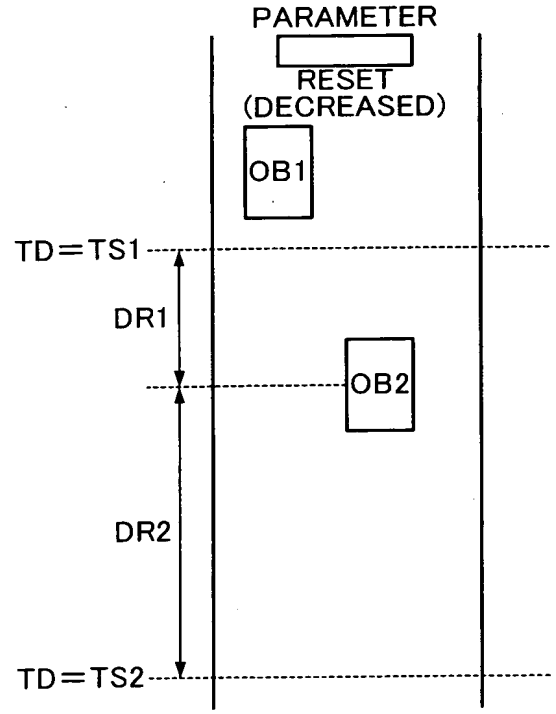


FIG. 12D

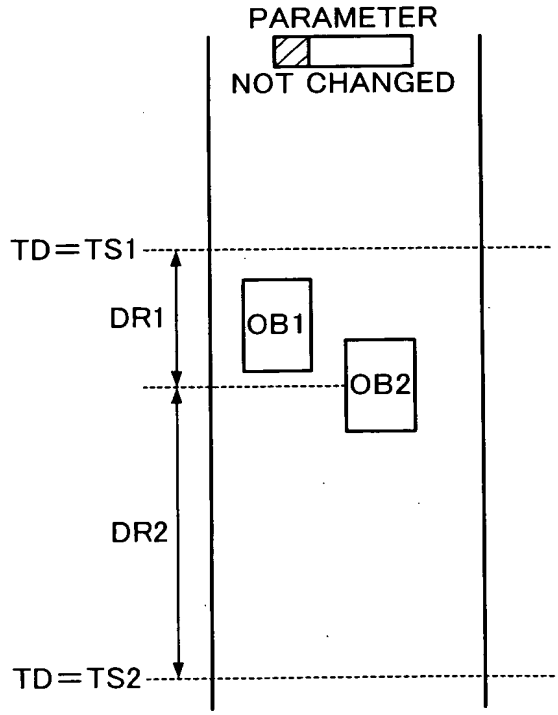


FIG. 13A

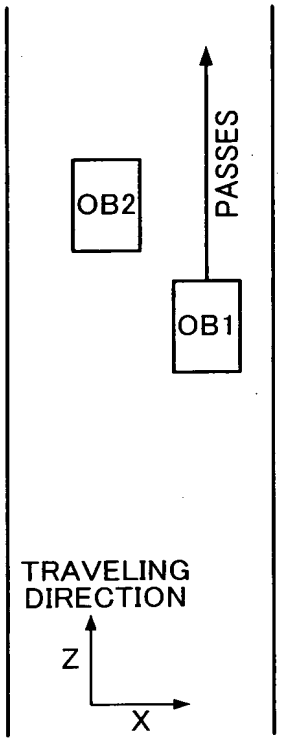


FIG. 13B

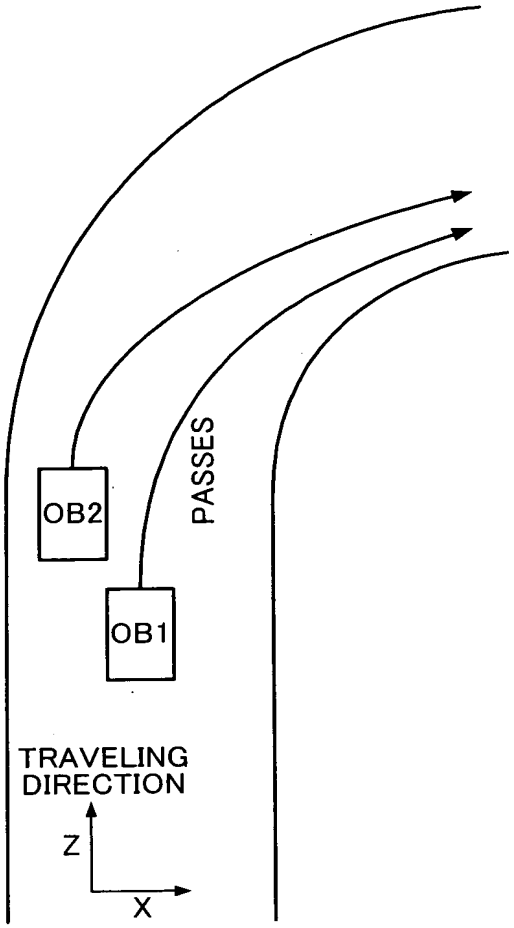


FIG. 13C

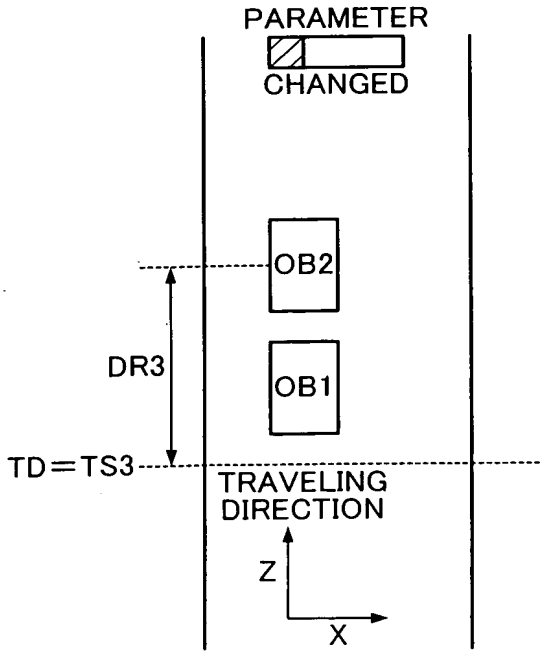


FIG. 13D

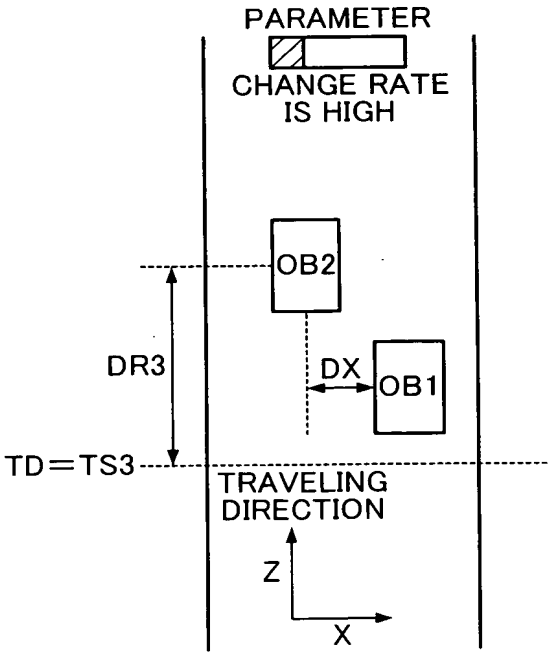


FIG. 14

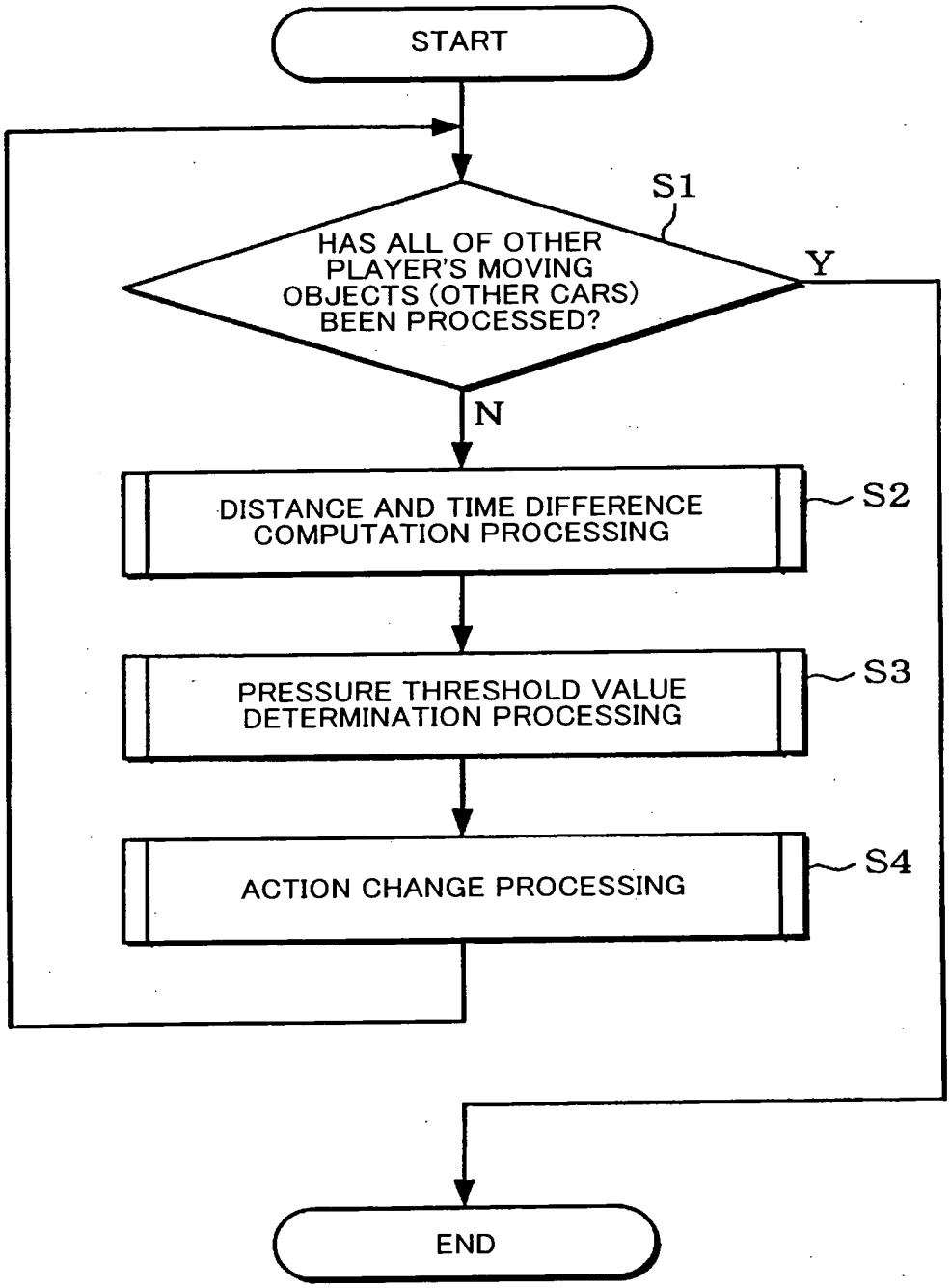

START
S1
HAS ALL OF OTHER PLAYER'S MOVING OBJECTS (OTHER CARS) BEEN PROCESSED?
Y
N
DISTANCE AND TIME DIFFERENCE COMPUTATION PROCESSING
S2
PRESSURE THRESHOLD VALUE DETERMINATION PROCESSING
S3
ACTION CHANGE PROCESSING
S4
END

FIG. 15

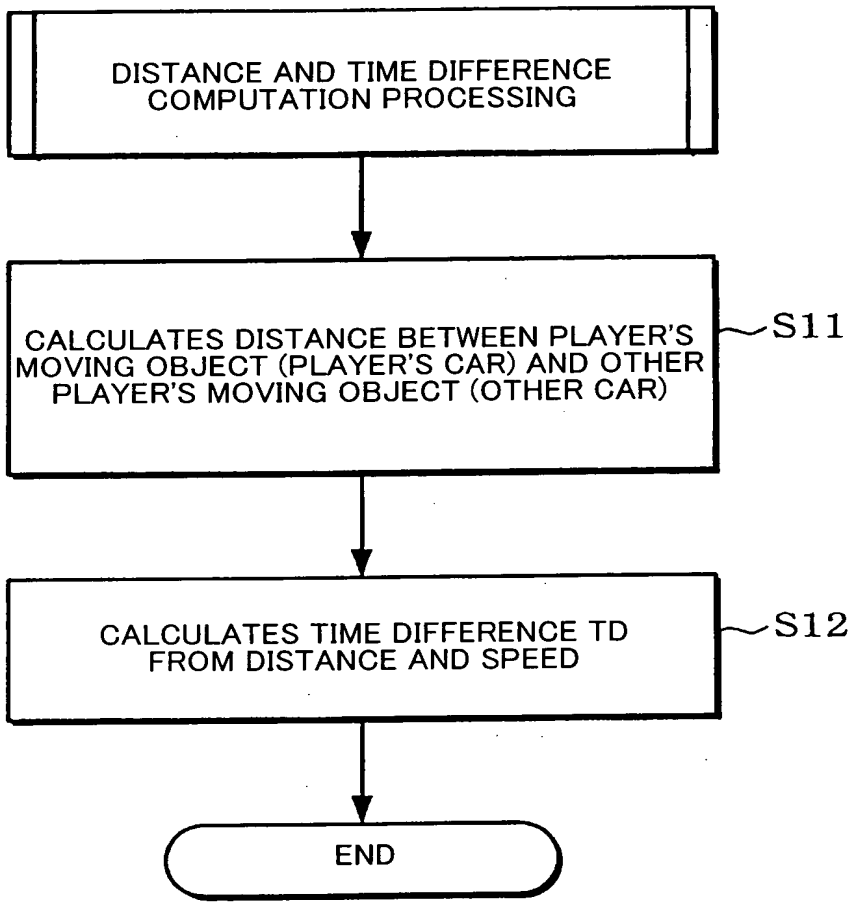

DISTANCE AND TIME DIFFERENCE COMPUTATION PROCESSING
CALCULATES DISTANCE BETWEEN PLAYER'S MOVING OBJECT (PLAYER'S CAR) AND OTHER PLAYER'S MOVING OBJECT (OTHER CAR)
S11
CALCULATES TIME DIFFERENCE TD FROM DISTANCE AND SPEED
S12
END

FIG. 16

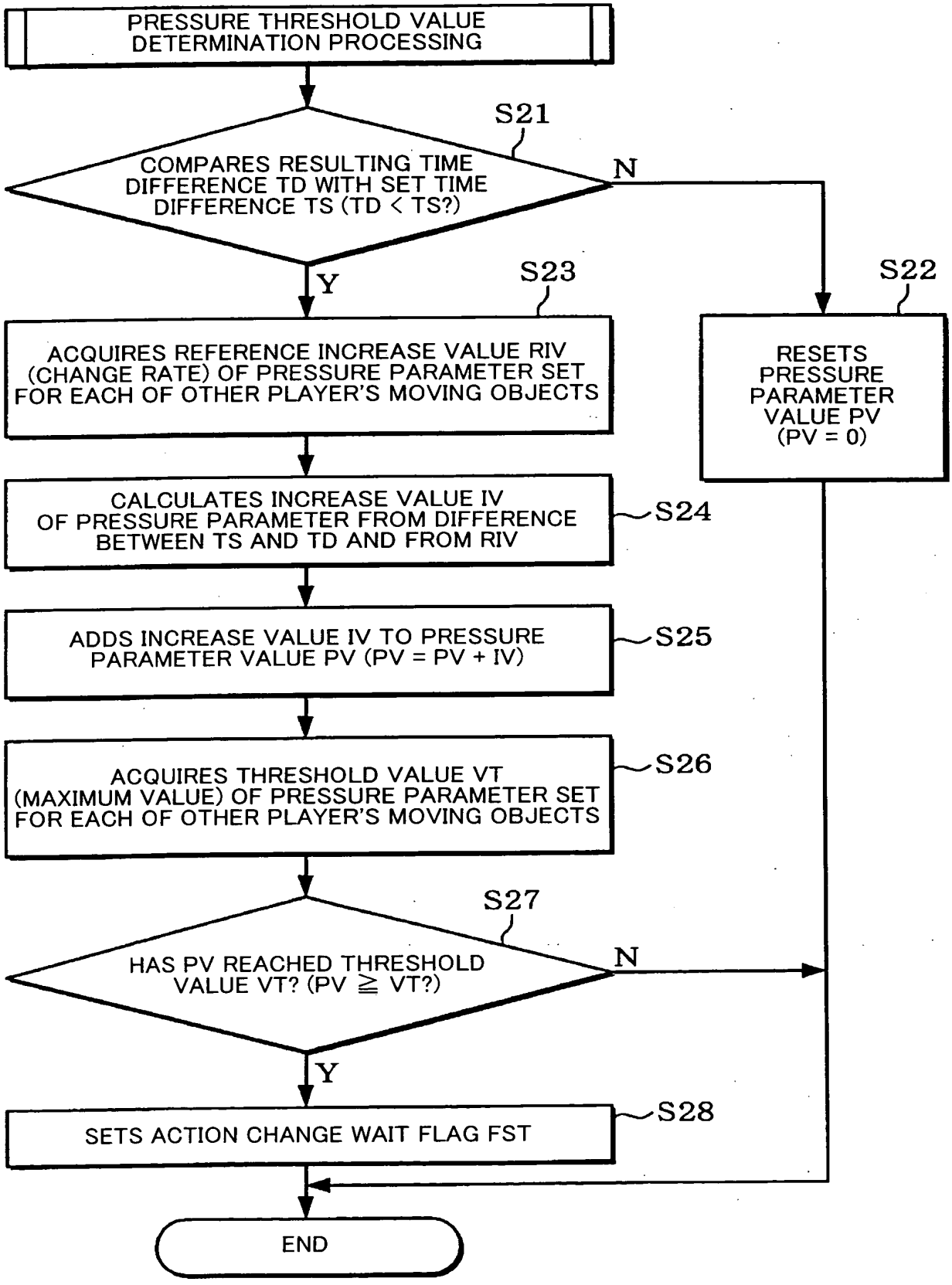

PRESSURE THRESHOLD VALUE DETERMINATION PROCESSING
S21
COMPARES RESULTING TIME DIFFERENCE TD WITH SET TIME DIFFERENCE TS (TD < TS?)
N
Y
S23
ACQUIRES REFERENCE INCREASE VALUE RIV (CHANGE RATE) OF PRESSURE PARAMETER SET FOR EACH OF OTHER PLAYER'S MOVING OBJECTS
S22
RESETS PRESSURE PARAMETER VALUE PV (PV = 0)
CALCULATES INCREASE VALUE IV OF PRESSURE PARAMETER FROM DIFFERENCE BETWEEN TS AND TD AND FROM RIV
S24
ADDS INCREASE VALUE IV TO PRESSURE PARAMETER VALUE PV (PV = PV + IV)
S25
ACQUIRES THRESHOLD VALUE VT (MAXIMUM VALUE) OF PRESSURE PARAMETER SET FOR EACH OF OTHER PLAYER'S MOVING OBJECTS
S26
S27
HAS PV REACHED THRESHOLD VALUE VT? (PV ≧ VT?)
N
Y
SETS ACTION CHANGE WAIT FLAG FST
S28
END

FIG. 17

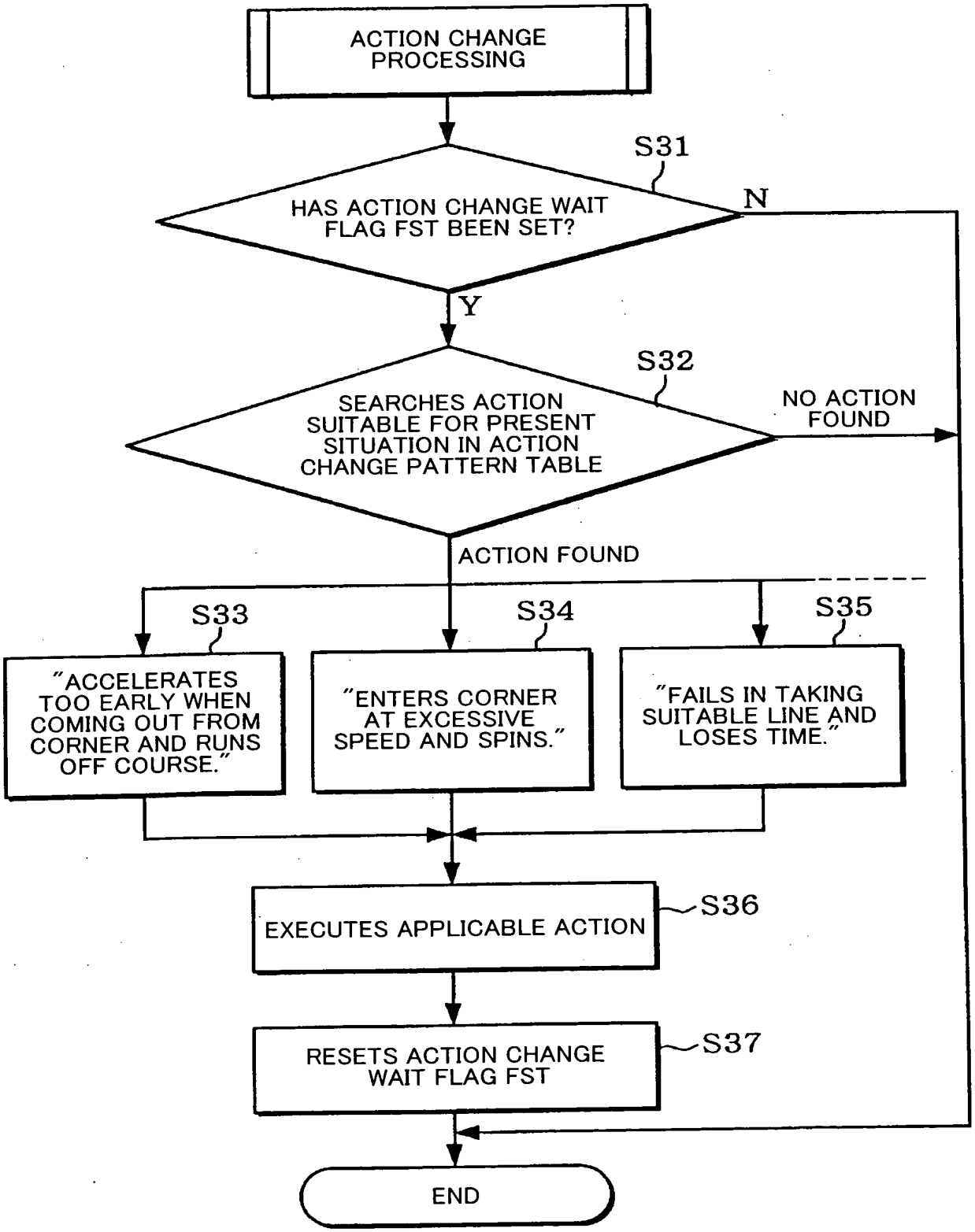

ACTION CHANGE PROCESSING
S31
HAS ACTION CHANGE WAIT FLAG FST BEEN SET?
N
Y
S32
SEARCHES ACTION SUITABLE FOR PRESENT SITUATION IN ACTION CHANGE PATTERN TABLE
NO ACTION FOUND
ACTION FOUND
S33
S34
S35
"ACCELERATES TOO EARLY WHEN COMING OUT FROM CORNER AND RUNS OFF COURSE."
"ENTERS CORNER AT EXCESSIVE SPEED AND SPINS."
"FAILS IN TAKING SUITABLE LINE AND LOSES TIME."
EXECUTES APPLICABLE ACTION
S36
RESETS ACTION CHANGE WAIT FLAG FST
S37
END

FIG. 18

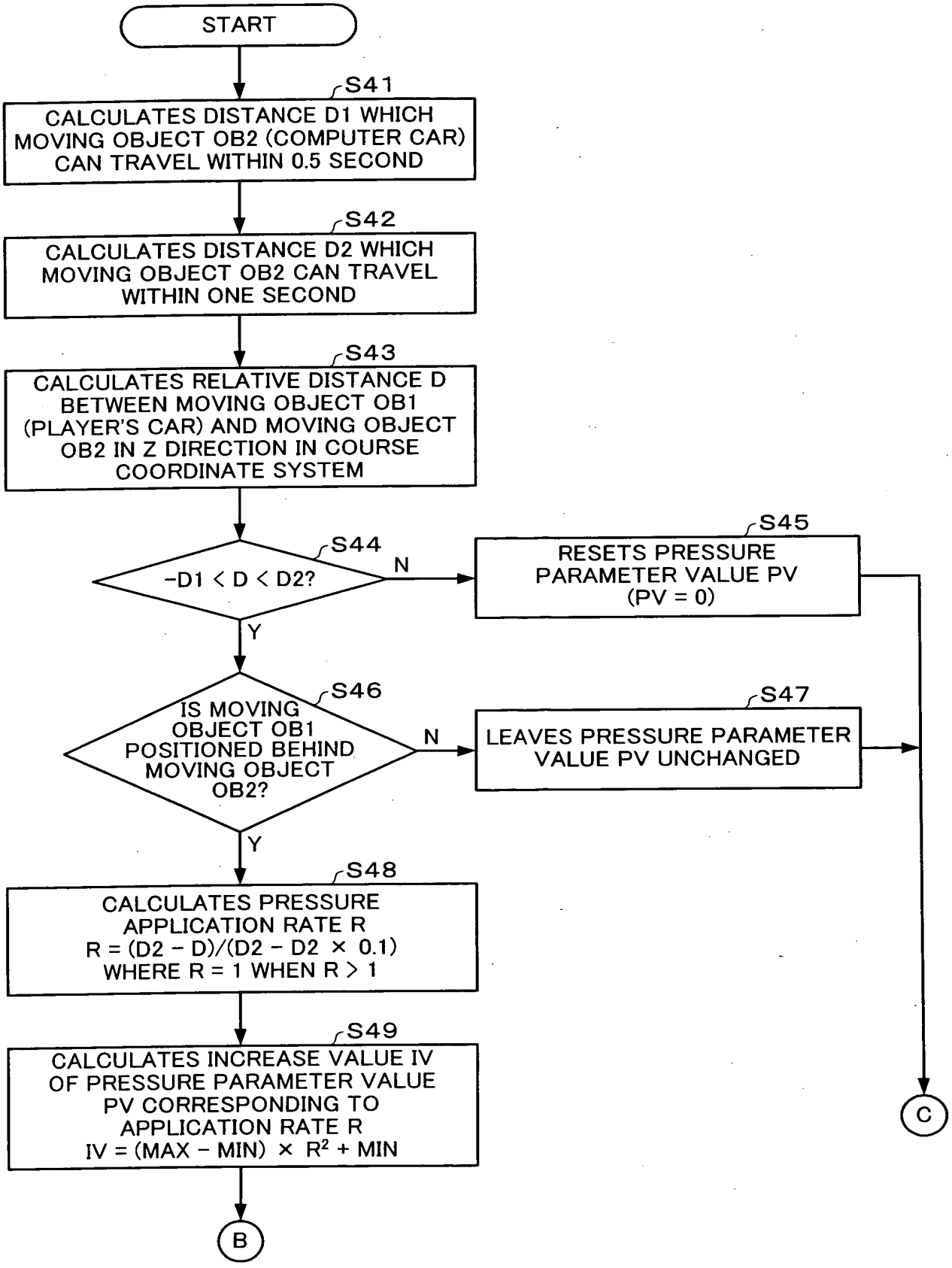

START
S41
CALCULATES DISTANCE D1 WHICH MOVING OBJECT OB2 (COMPUTER CAR) CAN TRAVEL WITHIN 0.5 SECOND
S42
CALCULATES DISTANCE D2 WHICH MOVING OBJECT OB2 CAN TRAVEL WITHIN ONE SECOND
S43
CALCULATES RELATIVE DISTANCE D BETWEEN MOVING OBJECT OB1 (PLAYER'S CAR) AND MOVING OBJECT OB2 IN Z DIRECTION IN COURSE COORDINATE SYSTEM
S44
-D1 < D < D2?
N
S45
RESETS PRESSURE PARAMETER VALUE PV (PV = 0)
Y
S46
IS MOVING OBJECT OB1 POSITIONED BEHIND MOVING OBJECT OB2?
N
S47
LEAVES PRESSURE PARAMETER VALUE PV UNCHANGED
Y
S48
CALCULATES PRESSURE APPLICATION RATE R
R = (D2 - D)/(D2 - D2 × 0.1)
WHERE R = 1 WHEN R > 1
S49
CALCULATES INCREASE VALUE IV OF PRESSURE PARAMETER VALUE PV CORRESPONDING TO APPLICATION RATE R
IV = (MAX - MIN) × R² + MIN
B
C

FIG. 19

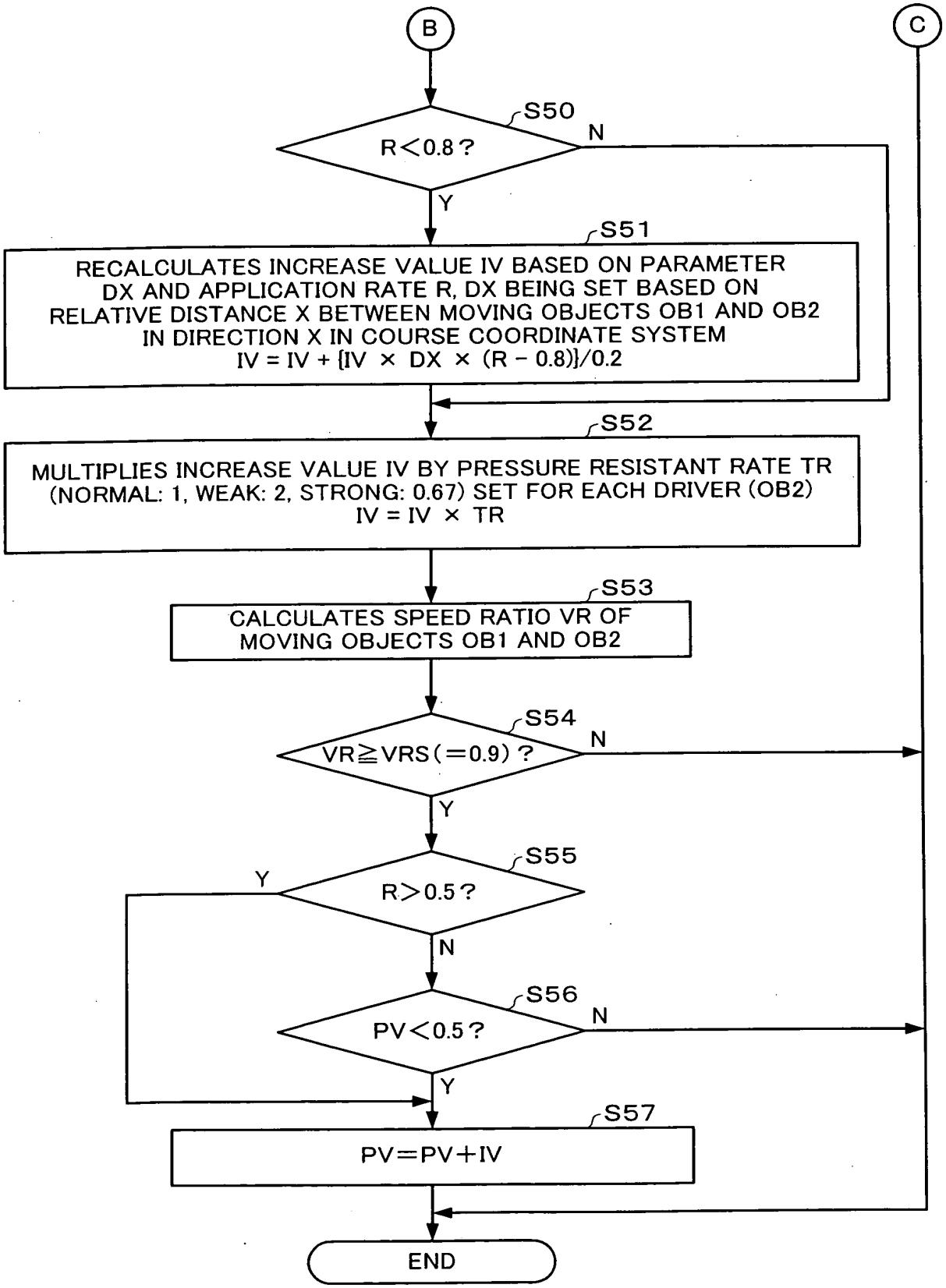

B
C
S50
R<0.8?
N
Y
S51
RECALCULATES INCREASE VALUE IV BASED ON PARAMETER DX AND APPLICATION RATE R, DX BEING SET BASED ON RELATIVE DISTANCE X BETWEEN MOVING OBJECTS OB1 AND OB2 IN DIRECTION X IN COURSE COORDINATE SYSTEM
IV = IV + {IV × DX × (R − 0.8)}/0.2
S52
MULTIPLIES INCREASE VALUE IV BY PRESSURE RESISTANT RATE TR (NORMAL: 1, WEAK: 2, STRONG: 0.67) SET FOR EACH DRIVER (OB2)
IV = IV × TR
S53
CALCULATES SPEED RATIO VR OF MOVING OBJECTS OB1 AND OB2
S54
VR≧VRS(=0.9)?
N
Y
S55
R>0.5?
Y
N
S56
PV<0.5?
N
Y
S57
PV=PV+IV
END

FIG. 20A

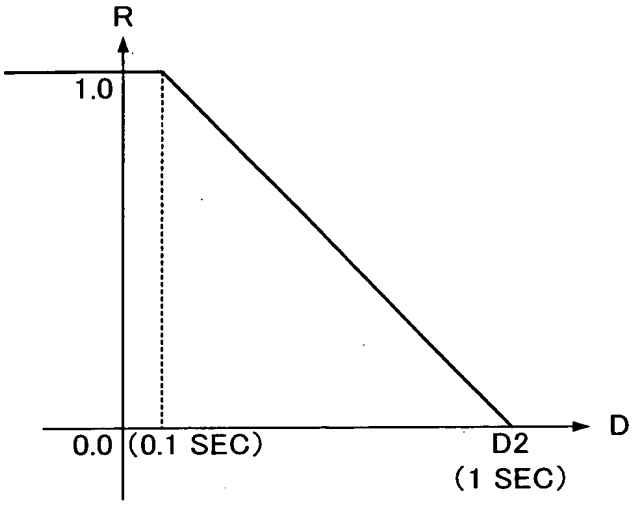


FIG. 20B

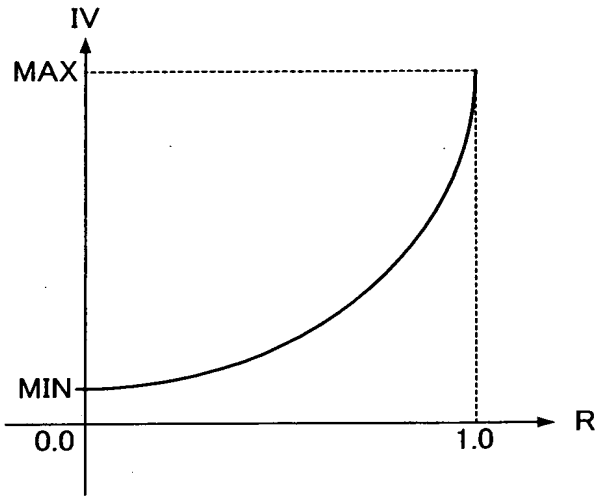


FIG. 20C

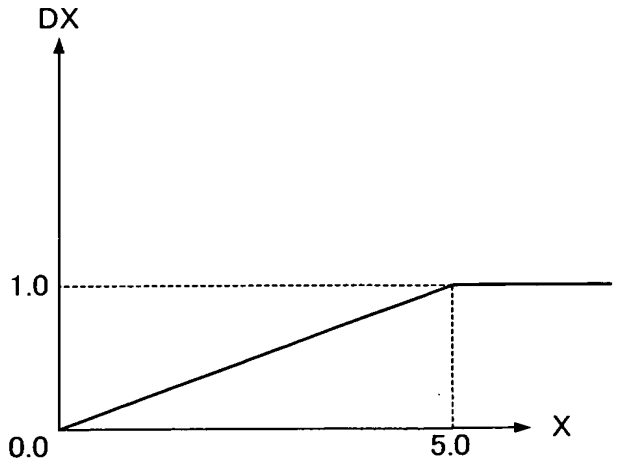


FIG. 21

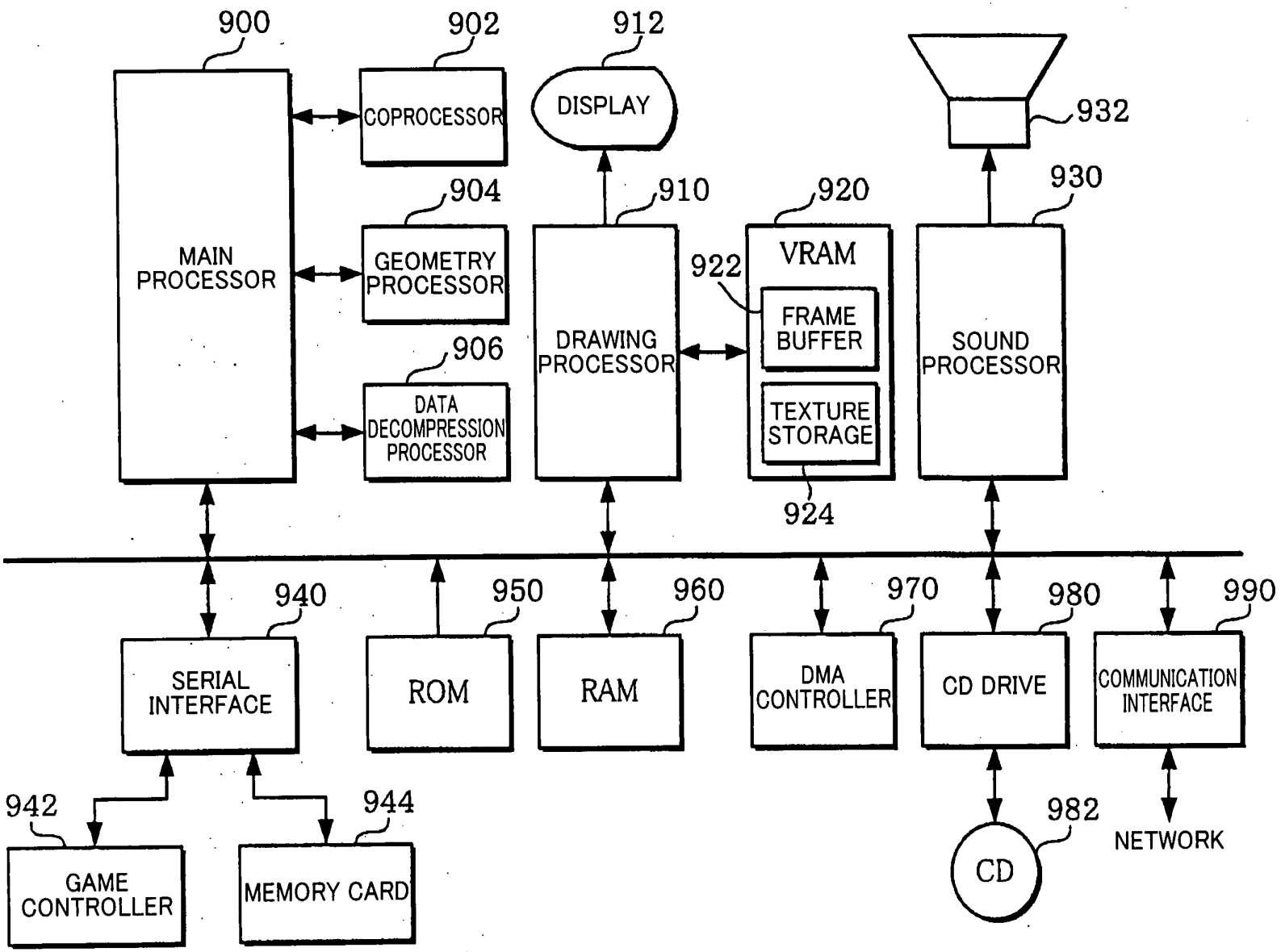

900
902
912
MAIN PROCESSOR
COPROCESSOR
DISPLAY
932
904
910
920
930
GEOMETRY PROCESSOR
DRAWING PROCESSOR
922
VRAM
FRAME BUFFER
SOUND PROCESSOR
906
DATA DECOMPRESSION PROCESSOR
TEXTURE STORAGE
924
940
950
960
970
980
990
SERIAL INTERFACE
ROM
RAM
DMA CONTROLLER
CD DRIVE
COMMUNICATION INTERFACE
942
944
982
GAME CONTROLLER
MEMORY CARD
CD
NETWORK

FIG. 22A

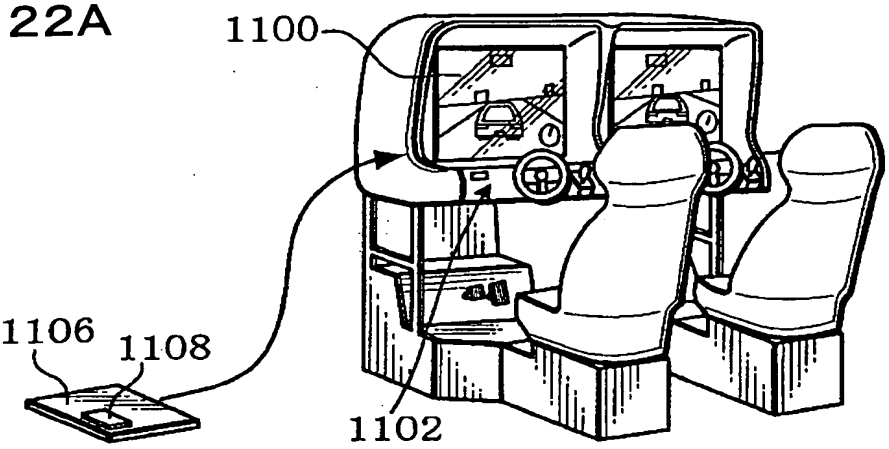


FIG. 22B

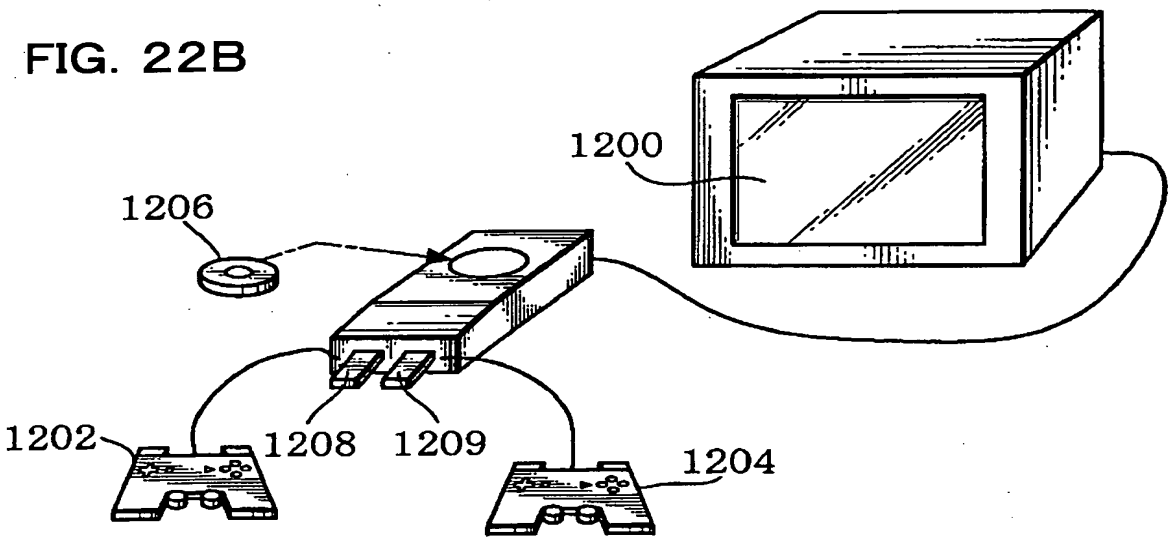


FIG. 22C